

Applicant: David Aubrey Jackson
Title: Gambling Game
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What is claimed is:

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1. A method and apparatus for playing a game of chance and odds, comprising of:
 - a. providing a playing path, said path having a first and second end and being divided into a plurality of spaces for indicating the movement of player's game pieces;
 - b. having a six-sided die, wherein each of the sides has a different indicia thereon indicating a number 1 through 6;
 - c. game pieces representing each player;
 - d. a score path which upon score markers move along to identify points awarded to players;
 - e. score markers representing each player score;
 - f. a point value for each way of scoring. One point is given to a player if opponent forfeits. Two points are given to a player if opponent lands on or goes beyond the player's piece. Three points are given to a player that lands in the anterior adjacent space of opponent's game piece; and
 - g. repeating the following steps until a winner is determined:
 - I. positioning game pieces and score markers in appropriate starting places;
 - II. choosing a player to begin by any means;
 - III. having a player roll the die;
 - IV. allowing player to move its game piece toward opponent the number of spaces along the path of play, the number of spaces moved being equal to the number rolled on the die;
 - V. having opponent roll the die;

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- VI. allowing opponent to move its game piece toward the opposition the number of spaces along the path of play, the number of spaces moved being equal to the number rolled on the die;
- VII. allowing player and opponent to continue to alternate turns of rolling the die and moving accordingly until a player or opponent forfeits or lands on opposition's game piece or lands beyond oppositions game piece or until player or opponent's game piece lands in the anterior adjacent space of oppositions game piece;
- VIII. allowing player or opponent to move its score marker the amount equal to the amount of points acquired as stated in claim: "1f".
- IX. allowing player and opponent to move its game pieces back to the starting position and repeat game play.

2. The method of playing a game as in claim 1, with an alternate means for indicating the amount of spaces for players to move its game pieces. One means may be a spinner where upon a plurality of spaces, wherein each space has different indicia thereon indicating a number.

3. The method of playing a game as in claim 1, with an alternate embodiment, having adjacent parallel paths, each player being represented by two (2) game pieces.

4. The method of playing a game as in claim 1, with an alternate embodiment, having a plurality of paths, each player being represented by game pieces equal to the amount of paths.

5. The method of playing a game as in claim 1, with an alternate embodiment, having plurality of paths for a plurality of players.